

<b>USE CASE #1</b>	<b>Start game</b>	
<b>Goal in Context</b>	Start the Illuminati game.	
<b>Scope &amp; Level</b>	n/a	
<b>Preconditions</b>	There must be between 2 to 8 players ready to start the game.	
<b>Success End Condition</b>	Game is started.	
<b>Failed End Condition</b>	Game does not start.	
<b>Primary Actors</b>	Users (players)	
<b>Secondary Actors</b>		
<b>Trigger</b>	Players start up the application.	
<b>DESCRIPTION</b>	<b>Step</b>	<b>Action</b>
	<b>1</b>	2-8 lock into the game.
	<b>2</b>	Each player takes turns rolling 2 die.
	<b>3</b>	The die values are compared. The player with the largest value goes first.
	<b>4</b>	Each player is given an Illuminati card. Remaining Illuminati cards are discarded for the remainder of the game.
	<b>5</b>	Deck is shuffled.
<b>EXTENSIONS</b>	<b>Step</b>	<b>Branching Action</b>
	<b>1a</b>	none
<b>SUB-VARIATIONS</b>	<b>Step</b>	<b>Branching Action</b>
	<b>1</b>	There are not enough players to start the game.
<b>RELATED INFORMATION</b>	Game start	
<b>Priority:</b>	High priority	
<b>Performance</b>	A few seconds	
<b>Frequency</b>	Once in the course of one game	
<b>Channels to actors</b>	n/a	
<b>OPEN ISSUES</b>	n/a	
<b>Due Date</b>	7/3/19	
<b>...any other management information...</b>	n/a	
<b>Superordinates</b>	none	
<b>Subordinates</b>	All other use cases	
<b>AUTHOR</b>	Michell Kuang	
<b>Create date</b>	June 11, 2019	

<b>USE CASE #2</b>	<b>Pick number of players</b>	
<b>Goal in Context</b>	Pick the number of players to play the game.	
<b>Scope &amp; Level</b>	n/a	
<b>Preconditions</b>	Have game application open to start menu.	
<b>Success End Condition</b>	Number of players is chosen.	
<b>Failed End Condition</b>	Number of players is not chosen and game can't start.	
<b>Primary Actors</b>	Users (Players)	
<b>Secondary Actors</b>		
<b>Trigger</b>	Players press start and access the menu.	
<b>DESCRIPTION</b>	<b>Step</b>	<b>Action</b>
	<b>1</b>	Players open the game application.
	<b>2</b>	Players press the start button.
	<b>3</b>	A drop down menu is presented to select number of players.
<b>EXTENSIONS</b>	<b>Step</b>	<b>Branching Action</b>
	<b>1a</b>	Players view the rule book at the start menu before choosing the number of players.
<b>SUB-VARIATIONS</b>	<b>Step</b>	<b>Branching Action</b>
	<b>1</b>	Players decide to exit the game application before selecting the number of players.
	<b>2</b>	User goes back to the previous screen and changes the number of players.

<b>RELATED INFORMATION</b>	Number of players selection
<b>Priority:</b>	High priority
<b>Performance</b>	A few seconds
<b>Frequency</b>	Once in the span of one game
<b>Channels to actors</b>	n/a
<b>OPEN ISSUES</b>	n/a
<b>Due Date</b>	7/3/19
<b>...any other management information...</b>	n/a
<b>Superordinates</b>	Use case #1
<b>Subordinates</b>	Use case #3
<b>AUTHOR</b>	Michell Kuang
<b>Create date</b>	June 12, 2019

<b>USE CASE #3</b>	<b>Enter player names</b>	
<b>Goal in Context</b>	Enter the names for each user playing.	
<b>Scope &amp; Level</b>	n/a	
<b>Preconditions</b>	Number of players has been selected and users are ready to enter names.	
<b>Success End Condition</b>	All players are given a name.	
<b>Failed End Condition</b>	Not every player has a name.	
<b>Primary Actors</b>	Users (Players)	
<b>Secondary Actors</b>		
<b>Trigger</b>	Users select number of players and system is waiting for name input.	
<b>DESCRIPTION</b>	<b>Step</b>	<b>Action</b>
	<b>1</b>	Users choose the number of players playing.
	<b>2</b>	Each player takes turns entering their names into the input box.
	<b>3</b>	After every input, users press the "OK" button and the system waits for the next input.
	<b>4</b>	After all inputs are taken, use case ends.
<b>EXTENSIONS</b>	<b>Step</b>	<b>Branching Action</b>
	<b>1a</b>	none
<b>SUB-VARIATIONS</b>	<b>Step</b>	<b>Branching Action</b>
	<b>1</b>	Users exit out of the application before the game starts.
<b>RELATED INFORMATION</b>	Player name entry	
<b>Priority:</b>	High priority	
<b>Performance</b>	<1 minute	
<b>Frequency</b>	Once in the course of one game	
<b>Channels to actors</b>	n/a	
<b>OPEN ISSUES</b>	n/a	
<b>Due Date</b>	7/3/19	
<b>...any other management information...</b>	n/a	
<b>Superordinates</b>	Use case #1, 2	
<b>Subordinates</b>	none	
<b>AUTHOR</b>	Michell Kuang	
<b>Create date</b>	June 12, 2019	

<b>USE CASE #4</b>	<b>Roll 2 die</b>	
<b>Goal in Context</b>	Roll 2 die to decide which player goes first, or to determine the success of an attack.	
<b>Scope &amp; Level</b>	n/a	
<b>Preconditions</b>	Players have 2 die and are ready to start the game or make an attack.	
<b>Success End Condition</b>	The die are rolled and produces a total sum between 2 (min) and 12 (max), and players can continue playing the game.	
<b>Failed End Condition</b>	Players don't roll the die and can't determine anything.	
<b>Primary Actors</b>	Users (Players)	
<b>Secondary Actors</b>	none	
<b>Trigger</b>	Players start the game or players make an attack.	
<b>DESCRIPTION</b>	<b>Step</b>	<b>Action</b>
	<b>1</b>	The use case begins when players start the game or players make an attack.
	<b>2</b>	Players involved in the action (game start or attack) take turns rolling the 2 die.
<b>EXTENSIONS</b>	<b>Step</b>	<b>Branching Action</b>
		none
<b>SUB-VARIATIONS</b>	<b>Step</b>	<b>Branching Action</b>
		none
<b>RELATED INFORMATION</b>	Die Roll	
<b>Priority:</b>	High priority	
<b>Performance</b>	<1 second	
<b>Frequency</b>	Very frequent (throughout game for attacks)	
<b>Channels to actors</b>	n/a	
<b>OPEN ISSUES</b>	n/a	
<b>Due Date</b>	7/3/19	
<b>...any other management information...</b>	n/a	
<b>Superordinates</b>	Use case #1	
<b>Subordinates</b>	Use case #16, 17, 18, 19	
<b>AUTHOR</b>	Michell Kuang	
<b>Create date</b>	June 11, 2019	

<b>USE CASE #5</b>	<b>Shuffle cards</b>	
<b>Goal in Context</b>	Shuffling the remaining card after each player draw an illuminati card	
<b>Scope &amp; Level</b>	N/A	
<b>Preconditions</b>	All players have drawn an Illuminati card.	
<b>Success End Condition</b>	Cards are shuffled.	
<b>Failed End Condition</b>	Cards are not shuffled.	
<b>Primary Actors</b>	User	
<b>Secondary Actors</b>	Card	
<b>Trigger</b>	After each player draws an illuminati card.	
<b>DESCRIPTION</b>	<b>Step</b>	<b>Action</b>
	<b>1</b>	Each Player draws an Illuminati card.
	<b>2</b>	Shuffle all the cards except the illuminati cards
	<b>3</b>	Place them face-down in the center of the table.
<b>EXTENSIONS</b>	<b>Step</b>	<b>Branching Action</b>
	<b>1a</b>	N/A
<b>SUB-VARIATIONS</b>	<b>Step</b>	<b>Branching Action</b>
	<b>1</b>	n/a

<b>RELATED INFORMATION</b>	Shuffle cards
<b>Priority:</b>	High priority
<b>Performance</b>	1-5 seconds
<b>Frequency</b>	Once
<b>Channels to actors</b>	N/a
<b>OPEN ISSUES</b>	N/A
<b>Due Date</b>	7/3/19
<b>...any other management information...</b>	N/A
<b>Superordinates</b>	Use case #1, 7
<b>Subordinates</b>	N/A
<b>AUTHOR</b>	Anshul Chauhan
<b>Create date</b>	June 11, 2019

<b>USE CASE #6</b>	<b>Collect Income</b>	
<b>Goal in Context</b>	Collect money based on the cards you have	
<b>Scope &amp; Level</b>	N/a	
<b>Preconditions</b>	Check which group of cards you have.	
<b>Success End Condition</b>	Will get the money in Megabucks.	
<b>Failed End Condition</b>	N/a	
<b>Primary Actors</b>	Users	
<b>Secondary Actors</b>	Cards	
<b>Trigger</b>	When you got the group cards.	
<b>DESCRIPTION</b>	<b>Step</b>	<b>Action</b>
	1	Each Player draws an Illuminati card.
	2	After distributing, player collect money in megabucks according to the group of cards they have.
	3	The player with the highest roll collects more income for his illuminati group.
<b>EXTENSIONS</b>	<b>Step</b>	<b>Branching Action</b>
	1a	If the player has the Gnomes of Zurich, this is the time where the player can redistribute the money
		IRS cards gets its Income by taxing each of the other players 2Mb on the owning player's turn.
		The Post Office costs 1 MB on the owning player's turn.
<b>SUB-VARIATIONS</b>	<b>Step</b>	<b>Branching Action</b>
	1	N/a
<b>RELATED INFORMATION</b>	Collect Income	
<b>Priority:</b>	3	
<b>Performance</b>	A few seconds	
<b>Frequency</b>	Very often	
<b>Channels to actors</b>	n/a	
<b>OPEN ISSUES</b>	n/a	
<b>Due Date</b>	7/3/19	
<b>...any other management information...</b>	N/a	
<b>Superordinates</b>	Use case #1	
<b>Subordinates</b>	n/a	
<b>AUTHOR</b>	Anshul Chauhan	
<b>Create date</b>	June 11, 2019	

<b>USE CASE #7</b>	<b>Draw a card</b>	
<b>Goal in Context</b>	Draw a card from deck	
<b>Scope &amp; Level</b>	Affects the user	
<b>Preconditions</b>	Player must have already collected income	
<b>Success End Condition</b>	Card was either placed in uncontrolled Groups or in Player's cards	
<b>Failed End Condition</b>	N/A	
<b>Primary Actors</b>	User (Player)	
<b>Secondary Actors</b>	System, Uncontrolled Groups, Player Cards	
<b>Trigger</b>	N/A	
<b>DESCRIPTION</b>	<b>Step</b>	<b>Action</b>
	1	System draws a card for the user
	2	If the card is a Group card:
	3	System places card in Uncontrolled Groups
	4	If the card is a Special card:
	5	System places card in Player's cards
<b>EXTENSIONS</b>	<b>Step</b>	<b>Branching Action</b>
	1a	If a special card is drawn during an end turn with fewer than two Groups:
	1a.1	System discards card
	1b	If User has Special Card "The Network"
	1b.1	System draws 2 cards
	2b.2	Rejoin step 2
<b>SUB-VARIATIONS</b>	<b>Step</b>	<b>Branching Action</b>
	1	If the deck is empty, system cannot draw a card
<b>RELATED INFORMATION</b>	Use Case #7	
<b>Priority:</b>	High	
<b>Performance</b>	<1 second	
<b>Frequency</b>	At the start or end of every players' turn	
<b>Channels to actors</b>	N/A	
<b>OPEN ISSUES</b>	The Player excel spreadsheet must be created beforehand; Uncontrolled Cards excel spreadsheet must be done; Data for cards and players must be inputted to respective spreadsheets	
<b>Due Date</b>	July 03, 2019	
<b>...any other management information...</b>	N/A	
<b>Super ordinates</b>	N/A	
<b>Subordinates</b>	N/A	
<b>AUTHOR</b>	Yosselin Velasco	
<b>Create date</b>	June 11, 2019	

<b>USE CASE #8</b>	<b>Take 2 "regular actions"</b>	
<b>Goal in Context</b>	Take 2 regular actions for each player turn.	
<b>Scope &amp; Level</b>	n/a	
<b>Preconditions</b>	It must be the start of a player's turn.	
<b>Success End Condition</b>	Player takes 2 regular actions during turn.	
<b>Failed End Condition</b>	Player doesn't take 2 regular actions during turn.	
<b>Primary Actors</b>	Users (Players)	
<b>Secondary Actors</b>	none	
<b>Trigger</b>	Player's turn starts.	
<b>DESCRIPTION</b>	<b>Step</b>	<b>Action</b>
	1	Player's turn starts.
	2	Player takes first action.
	3	Player takes second action.
	4	Player either takes free actions or ends turn. Use case ends.
<b>EXTENSIONS</b>	<b>Step</b>	<b>Branching Action</b>
	1a	Player takes free action before first action.

	<i>2a</i>	Player takes free action after first action.
	<i>2b</i>	Player takes another free action before second action.
<b>SUB-VARIATIONS</b>	<b>Step</b>	<b>Branching Action</b>
	<i>1</i>	Player ends turn at the start of their turn (turn pass).
	<i>2</i>	Player's turn is interrupted by another player's special card.
	<i>3</i>	Player quits the game.
<b>RELATED INFORMATION</b>	Take regular actions	
<b>Priority:</b>	Medium priority	
<b>Performance</b>	1-3 minutes depending on player's course of action	
<b>Frequency</b>	Very frequent	
<b>Channels to actors</b>	n/a	
<b>OPEN ISSUES</b>	n/a	
<b>Due Date</b>	7/3/19	
<b>...any other management information...</b>	n/a	
<b>Superordinates</b>	Use case #1	
<b>Subordinates</b>	Use cases #8, 10, 13, 15, 18, 19 20	
<b>AUTHOR</b>	Michell Kuang	
<b>Create date</b>	June 11, 2019	

<b>USE CASE #9</b>	<b>Take any free actions</b>	
<b>Goal in Context</b>	Drop a group, give away money or special cards, or use a special card	
<b>Scope &amp; Level</b>	N/A	
<b>Preconditions</b>	Player draws a card and starts turn	
<b>Success End Condition</b>	Free actions are taken	
<b>Failed End Condition</b>	N/A	
<b>Primary Actors</b>	user	
<b>Secondary Actors</b>	card	
<b>Trigger</b>	After every player draws a card or took two "actions"	
<b>DESCRIPTION</b>	<b>Step</b>	<b>Action</b>
	<i>1</i>	After player draws the card and either they can have "free actions" before after or between two "action."
	<i>2</i>	Player can perform three tasks either they can Drop a group, give away money/special card or use a special card.
<b>EXTENSIONS</b>	<b>Step</b>	<b>Branching Action</b>
	<i>1a</i>	[condition causing branching] : [action or name of sub.use case]
		Player can choose not to take free actions and collect 5 MegaBucks instead.
<b>SUB-VARIATIONS</b>	<b>Step</b>	<b>Branching Action</b>
<b>RELATED INFORMATION</b>	Free action	
<b>Priority:</b>	5	
<b>Performance</b>	<1 minute	
<b>Frequency</b>	Often	
<b>Channels to actors</b>	N/A	
<b>OPEN ISSUES</b>	N/A	
<b>Due Date</b>	7/3/19	
<b>...any other management information...</b>	N/A	
<b>Superordinates</b>	N/A	
<b>Subordinates</b>	N/A	
<b>AUTHOR</b>	Anshul Chauhan	
<b>Create date</b>	June 11, 2019	

<b>USE CASE #9</b>	<b>Free actions</b>	
<b>Goal in Context</b>	Drop a group, give away money or specials card or use a special card	
<b>Scope &amp; Level</b>	N/A	
<b>Preconditions</b>	Drawing a card and two “actions.”	
<b>Success End Condition</b>		
<b>Failed End Condition</b>	N/A	
<b>Primary Actors</b>	user	
<b>Secondary Actors</b>	card	
<b>Trigger</b>	After every player draws a card or took two “actions”	
<b>DESCRIPTION</b>	<b>Step</b>	<b>Action</b>
	<b>1</b>	After player draws the card and either they can have “free actions” before after or between two “action.”
	<b>2</b>	Player can perform three tasks either they can Drop a group, give away money/special card or use a special card.
<b>EXTENSIONS</b>	<b>Step</b>	<b>Branching Action</b>
	<b>1a</b>	[condition causing branching] : [action or name of sub.use case]
		Player can choose not to take free actions and collect 5 MegaBucks instead.
<b>SUB-VARIATIONS</b>	<b>Step</b>	<b>Branching Action</b>
<b>RELATED INFORMATION</b>	Free action	
<b>Priority:</b>	5	
<b>Performance</b>	1-20 seconds	
<b>Frequency</b>	Often	
<b>Channels to actors</b>	N/A	
<b>OPEN ISSUES</b>	N/A	
<b>Due Date</b>	N/A	
<b>...any other management information...</b>	n/A	
<b>Superordinates</b>	N/A	
<b>Subordinates</b>	N/A	
<b>AUTHOR</b>	ac	
<b>Create date</b>	June 11, 2019	

<b>USE CASE #10</b>	<b>Take special-power action</b>	
<b>Goal in Context</b>	A special action will be executed depending on which Special Card the player has	
<b>Scope &amp; Level</b>	Affects the user	
<b>Preconditions</b>	Player must have chosen to take a special-power action	
<b>Success End Condition</b>	Action was taken based on Special Card	
<b>Failed End Condition</b>	No action or wrong action was taken	
<b>Primary Actors</b>	User (Player)	
<b>Secondary Actors</b>	System	
<b>Trigger</b>	The “Special-Power Action” was chosen from menu	
<b>DESCRIPTION</b>	<b>Step</b>	<b>Action</b>
	<b>1</b>	User chooses “Special Power Action”
	<b>2</b>	User chooses which Special Card to use
	<b>3</b>	Special Card’s special-power action is executed
<b>EXTENSIONS</b>	<b>Step</b>	<b>Branching Action</b>
	<b>1a</b>	N/A
<b>SUB-VARIATIONS</b>	<b>Step</b>	<b>Branching Action</b>
	<b>1</b>	If Player does not have any Special cards:
	<b>1.1</b>	System does not complete any Special-Power actions
	<b>2</b>	If Player has Special Card with no action
	<b>2.1</b>	System does not execute any special-power action

<b>RELATED INFORMATION</b>	Use Case #10
<b>Priority:</b>	Medium
<b>Performance</b>	12 hrs.
<b>Frequency</b>	When user has a playable Special Card and decides to use its special-power action
<b>Channels to actors</b>	N/A
<b>OPEN ISSUES</b>	Menu must be finished beforehand
<b>Due Date</b>	July 03, 2019
<b>...any other management information...</b>	N/A
<b>Super ordinates</b>	N/A
<b>Subordinates</b>	Use Case #21
<b>AUTHOR</b>	Yosselin Velasco
<b>Create date</b>	June 11, 2019

<b>USE CASE #11</b>	<b>Move a group</b>	
<b>Goal in Context</b>	As an action player can move a group for structuring his power.	
<b>Scope &amp; Level</b>	n/a	
<b>Preconditions</b>	Could be a different action taken like calling of an attack, transferring money.	
<b>Success End Condition</b>	When the Player successfully move a group for power structure without losing any card	
<b>Failed End Condition</b>	n/a	
<b>Primary Actors</b>	User	
<b>Secondary Actors</b>	Card	
<b>Trigger</b>	An action could be taken to improve players Power structure.	
<b>DESCRIPTION</b>	<b>Step</b>	<b>Action</b>
	1	A player may take as an action recognize his power structure.
	2	Cards in a group which overlaps would be moved to different control arrows.
	3	Cards that do not overlap just get lost.
<b>EXTENSIONS</b>	<b>Step</b>	<b>Branching Action</b>
	1a	[condition causing branching] : [action or name of sub.use case]
		If moving group would not overlap the cards means card did not match, then they returned to the uncontrolled area.
<b>SUB-VARIATIONS</b>	<b>Step</b>	<b>Branching Action</b>
<b>RELATED INFORMATION</b>	Move a group	
<b>Priority:</b>	n/a	
<b>Performance</b>	n/a	
<b>Frequency</b>	n/a	
<b>Channels to actors</b>	n/a	
<b>OPEN ISSUES</b>	n/a	
<b>Due Date</b>	7/3/19	
<b>...any other management information...</b>	n/a	
<b>Superordinates</b>	n/a	
<b>Subordinates</b>	n/a	
<b>AUTHOR</b>	Anshul Chauhan	
<b>Create date</b>	June 11, 2019	



<b>USE CASE #12</b>	<b>Drop a group</b>	
<b>Goal in Context</b>	Remove group from User's Power Structure and return it to uncontrolled groups	
<b>Scope &amp; Level</b>	Affects User	
<b>Preconditions</b>	User must have chosen to take a free action	
<b>Success End Condition</b>	A group has been removed from the user's power structure and was returned to uncontrolled Groups	
<b>Failed End Condition</b>	Card dropped was not returned to uncontrolled Groups	
<b>Primary Actors</b>	User (Player)	
<b>Secondary Actors</b>	Groups, System	
<b>Trigger</b>	The "Drop a Group" option was chosen from menu	
<b>DESCRIPTION</b>	<b>Step</b>	<b>Action</b>
	<b>1</b>	User chooses "Drop a Group" option
	<b>2</b>	User decides which group to drop
	<b>3</b>	System removes card from Player's Power Structure
	<b>4</b>	System adds card back into uncontrolled Groups
<b>EXTENSIONS</b>	<b>Step</b>	<b>Branching Action</b>
	<b>2a</b>	If Player chooses to drop a card with puppets:
	<b>2a.1</b>	System will drop all its puppets as well
	<b>2a.2</b>	Rejoin step 3 (for each puppet card)
<b>SUB-VARIATIONS</b>	<b>Step</b>	<b>Branching Action</b>
	<b>1</b>	N/A
<b>RELATED INFORMATION</b>	Use Case #12	
<b>Priority:</b>	High	
<b>Performance</b>	5 hrs.	
<b>Frequency</b>	During any turn that may take a free action or action	
<b>Channels to actors</b>	N/A	
<b>OPEN ISSUES</b>	Menu must be finished beforehand; Use Case #9 must be finished	
<b>Due Date</b>	July 03, 2019	
<b>...any other management information...</b>	N/A	
<b>Super ordinates</b>	Use Case #9	
<b>Subordinates</b>	N/A	
<b>AUTHOR</b>	Yosselin Velasco	
<b>Create date</b>	June 11, 2019	

<b>USE CASE #13</b>	<b>Sell a group</b>	
<b>Goal in Context</b>	Sell a group to another player for money (MegaBucks).	
<b>Scope &amp; Level</b>	n/a	
<b>Preconditions</b>	Must be player's turn and player has to have a group to sell to another player. Receiving player must have money to buy.	
<b>Success End Condition</b>	Group is sold to another player and seller receives money.	
<b>Failed End Condition</b>	Other player rejects offer and a group is not sold.	
<b>Primary Actors</b>	Users (players)	
<b>Secondary Actors</b>		
<b>Trigger</b>	Player wants to sell a group during their turn.	
<b>DESCRIPTION</b>	<b>Step</b>	<b>Action</b>
	<b>1</b>	Player announces that they want to sell a group.
	<b>2</b>	Player announces selling price for the group.
	<b>3</b>	A second player offers to pay that price and agrees to the exchange.
	<b>4</b>	The group card is exchanged for money. Use case ends.
<b>EXTENSIONS</b>	<b>Step</b>	<b>Branching Action</b>
	<b>3a</b>	Another player in the game offers to pay a higher price.
	<b>3b</b>	The seller decides who they want to sell to.

<b><i>SUB-VARIATIONS</i></b>	<b><i>Step</i></b>	<b><i>Branching Action</i></b>
	<b><i>1</i></b>	All other players decline the offer.
<b><i>RELATED INFORMATION</i></b>	Sell a group	
<b>Priority:</b>	Low priority	
<b>Performance</b>	1-3 minutes depending on player interaction	
<b>Frequency</b>	Often throughout gameplay	
<b>Channels to actors</b>	n/a	
<b><i>OPEN ISSUES</i></b>	n/a	
<b>Due Date</b>	7/3/19	
<b>...any other management information...</b>	n/a	
<b>Superordinates</b>	Use case #1, 8	
<b>Subordinates</b>	none	
<b><i>AUTHOR</i></b>	Michell Kuang	
<b>Create date</b>	June 12, 2019	

<b>USE CASE #14</b>	<b>Give a group away</b>	
<b>Goal in Context</b>	Give a group away for nothing in return	
<b>Scope &amp; Level</b>	n/a	
<b>Preconditions</b>	It is a player's turn and they have a remaining turn and a group to give away.	
<b>Success End Condition</b>	Group is transferred to another player for nothing in return.	
<b>Failed End Condition</b>	Group is not transferred.	
<b>Primary Actors</b>	Users (Players)	
<b>Secondary Actors</b>	Another user (player)	
<b>Trigger</b>	Player has remaining action(s) and wants to give a group away.	
<b><i>DESCRIPTION</i></b>	<b><i>Step</i></b>	<b><i>Action</i></b>
	<b><i>1</i></b>	Player picks a group to give away.
	<b><i>2</i></b>	Player picks another player to do the transfer with. Player must agree to the transfer.
	<b><i>3</i></b>	Player gives the group away and the receiving player now has a new group. Use case ends.
<b><i>EXTENSIONS</i></b>	<b><i>Step</i></b>	<b><i>Branching Action</i></b>
	<b><i>1a</i></b>	none
<b><i>SUB-VARIATIONS</i></b>	<b><i>Step</i></b>	<b><i>Branching Action</i></b>
	<b><i>1</i></b>	Other player denies transfer. Group transfer is not executed.
<b><i>RELATED INFORMATION</i></b>	Give a group away	
<b>Priority:</b>	Low priority	
<b>Performance</b>	A few seconds to a minute depending on player agreement	
<b>Frequency</b>	Not very often to very often depending on player choice	
<b>Channels to actors</b>	n/a	
<b><i>OPEN ISSUES</i></b>	n/a	
<b>Due Date</b>	7/3/19	
<b>...any other management information...</b>	n/a	
<b>Superordinates</b>	Use case #1, 8	
<b>Subordinates</b>	none	
<b><i>AUTHOR</i></b>	Michell Kuang	
<b>Create date</b>	June 11, 2019	

<b>USE CASE #15</b>	<b>Aid an attack</b>	
<b>Goal in Context</b>	Aid another player in an attack.	
<b>Scope &amp; Level</b>	n/a	
<b>Preconditions</b>	Another player must be attacking.	
<b>Success End Condition</b>	Attacking player gets extra power points from supporting player.	
<b>Failed End Condition</b>	An attack is not aided.	
<b>Primary Actors</b>	Users (players)	
<b>Secondary Actors</b>		
<b>Trigger</b>	A player announces an attack.	
<b>DESCRIPTION</b>	<b>Step</b>	<b>Action</b>
	<b>1</b>	A player announces an attack on another player.
	<b>2</b>	A supporting player decides to aid the attack.
	<b>3</b>	Points are calculated for a sum total.
	<b>4</b>	The attack is made. Use case ends.
<b>EXTENSIONS</b>	<b>Step</b>	<b>Branching Action</b>
	<b>1a</b>	A second player aids in the attack.
<b>SUB-VARIATIONS</b>	<b>Step</b>	<b>Branching Action</b>
	<b>1</b>	A player calls off the attack.
<b>RELATED INFORMATION</b>	Aid an attack	
<b>Priority:</b>	Low priority	
<b>Performance</b>	A few seconds	
<b>Frequency</b>	Sometimes	
<b>Channels to actors</b>	n/a	
<b>OPEN ISSUES</b>	n/a	
<b>Due Date</b>	7/3/19	
<b>...any other management information...</b>	n/a	
<b>Superordinates</b>	Use case #1, 9	
<b>Subordinates</b>	Use case #22	
<b>AUTHOR</b>	Michell Kuang	
<b>Create date</b>	June 12, 2019	

<b>USE CASE #16</b>	<b>Attack a group</b>	
<b>Goal in Context</b>	To control, neutralize or destroy another group of cards.	
<b>Scope &amp; Level</b>	[what system is being considered black box under design]	
<b>Preconditions</b>	Distribution of cards or either one of the actions taken.	
<b>Success End Condition</b>	Attack a group, Transfer money, Move a group, Give a Group away.	
<b>Failed End Condition</b>	[the state of the world if goal abandoned]	
<b>Primary Actors</b>	User	
<b>Secondary Actors</b>	Card	
<b>Trigger</b>	When a player needs to attack a group for control, neutralize or destroy.	
<b>DESCRIPTION</b>	<b>Step</b>	<b>Action</b>
	<b>1</b>	Attack a group to control, destroy and neutralize another group
	<b>2</b>	The success of the attack is decided by rolling the dice .
<b>EXTENSIONS</b>	<b>Step</b>	<b>Branching Action</b>
	<b>1a</b>	[condition causing branching] : [action or name of sub.use case]
<b>SUB-VARIATIONS</b>	<b>Step</b>	<b>Branching Action</b>
	<b>1</b>	[list of variations]

<b>RELATED INFORMATION</b>	Attack a group
<b>Priority:</b>	3
<b>Performance</b>	Whenever user wants
<b>Frequency</b>	Whenever user wants
<b>Channels to actors</b>	[e.g. interactive, static files, database, timeouts]
<b>OPEN ISSUES</b>	[list of issues awaiting decision affecting this use case]
<b>Due Date</b>	[date or release needed]
<b>...any other management information...</b>	[... as needed]
<b>Superordinates</b>	[optional, name of use case(s) that includes this one]
<b>Subordinates</b>	[optional, depending on tools, links to sub.use cases]
<b>AUTHOR</b>	ks
<b>Create date</b>	June 11, 2019

<b>USE CASE #17</b>	<b>Attack to control</b>	
<b>Goal in Context</b>	This Attack is used to control other players group of cards.	
<b>Scope &amp; Level</b>	[what system is being considered black box under design]	
<b>Preconditions</b>	Money and cards would be distributed by then	
<b>Success End Condition</b>	When the card would be able to control other group of cards	
<b>Failed End Condition</b>	[the state of the world if goal abandoned]	
<b>Primary Actors</b>	User	
<b>Secondary Actors</b>	Card	
<b>Trigger</b>	When player is looking to control another group	
<b>DESCRIPTION</b>	<b>Step</b>	<b>Action</b>
	1	The group have at least one outward- pointing arrow.
	2	The success of the attack is decided by rolling the dice .
<b>EXTENSIONS</b>	<b>Step</b>	<b>Branching Action</b>
	1a	When there is inward arrow in the group
<b>SUB-VARIATIONS</b>	<b>Step</b>	<b>Branching Action</b>
	1	n/a
<b>RELATED INFORMATION</b>	Attack to control	
<b>Priority:</b>	Medium priority	
<b>Performance</b>	<1 minute	
<b>Frequency</b>	Often	
<b>Channels to actors</b>	n/a	
<b>OPEN ISSUES</b>	n/a	
<b>Due Date</b>	7/3/19	
<b>...any other management information...</b>	n/a	
<b>Superordinates</b>	Use case #1, 8, 16	
<b>Subordinates</b>	Use case #22	
<b>AUTHOR</b>	Anshul Chauhan	
<b>Create date</b>	6/11/19	

<b>USE CASE #18</b>	<b>Attack to neutralize</b>	
<b>Goal in Context</b>	Attack a group so that the dice roll can be equal to the power of opponent	
<b>Scope &amp; Level</b>		
<b>Preconditions</b>	That the opponent card has a power greater than ours	
<b>Success End Condition</b>	Player rolls exact amount needed to neutralize	
<b>Failed End Condition</b>	Player loses that card	
<b>Primary Actors</b>	User/dice roll	
<b>Secondary Actors</b>	Cards/dice output	
<b>Trigger</b>	Whenever user wants to attack	
<b>DESCRIPTION</b>	<b>Step</b>	<b>Action</b>
	1	User selects attack to neutralize
	2	Selects opponent card
	3	Rolls dice
	4	Gets result
	5	

<b>EXTENSIONS</b>	<b>Step</b>	<b>Branching Action</b>
	<b>1a</b>	If user dose not roll what power is needed to neutralize user loses
		If user rolls same target is nutralized
<b>SUB-VARIATIONS</b>	<b>Step</b>	<b>Branching Action</b>
	<b>1</b>	[list of variations]
<b>RELATED INFORMATION</b>	Attack to nutralize	
<b>Priority:</b>	medium	
<b>Performance</b>	Whenever user wants	
<b>Frequency</b>	Whenever user wants	
<b>Channels to actors</b>	[e.g. interactive, static files, database, timeouts]	
<b>OPEN ISSUES</b>	[list of issues awaiting decision affecting this use case]	
<b>Due Date</b>	[date or release needed]	
<b>...any other management information...</b>	[... as needed]	
<b>Superordinates</b>	[optional, name of use case(s) that includes this one]	
<b>Subordinates</b>	[optional, depending on tools, links to sub.use cases]	
<b>AUTHOR</b>	ks	
<b>Create date</b>	June 11, 2019	

<b>USE CASE #19</b>	<b>Attack to destroy</b>	
<b>Goal in Context</b>	Send a target group into the “dead pile”	
<b>Scope &amp; Level</b>	Affects opponent any of playing user	
<b>Preconditions</b>	User must have chosen action of attack to destroy	
<b>Success End Condition</b>	Attack is successful and sends target group to “dead pile”	
<b>Failed End Condition</b>	Group is able to defend itself from attack	
<b>Primary Actors</b>	User (Player)	
<b>Secondary Actors</b>	System, Groups	
<b>Trigger</b>	The “Attack to Destroy” option was chosen from menu	
<b>DESCRIPTION</b>	<b>Step</b>	<b>Action</b>
	<b>1</b>	User chooses “Attack to Destroy”
	<b>2</b>	User must roll number* or less (*number = attacking Group’s Power – Defending Group’s Resistance)
	<b>3</b>	User (attacker) rolls “Power minus Power” (defending Group defends with Power rather than Resistance)
	<b>4</b>	System sends target Group to “dead pile” (its subordinate groups are not destroyed)
	<b>5</b>	System adds subordinate Groups back to Uncontrolled Groups
<b>EXTENSIONS</b>	<b>Step</b>	<b>Branching Action</b>
	<b>1a</b>	If Special Card “Whispering Campaign” is used with attack on Group with no power:
	<b>1a.1</b>	Rejoin step 2
	<b>1b</b>	If attacking group has opposite alignment:
	<b>1b.1</b>	Attack gets +4 bonus
	<b>1b.2</b>	Rejoin step 2
<b>SUB-VARIATIONS</b>	<b>Step</b>	<b>Branching Action</b>
	<b>1</b>	If powerless Groups are organized where they control other Groups:
	<b>1.1</b>	Attack may fail
	<b>2</b>	If user rolls an 11 or 12:
	<b>2.1</b>	Attack is automatic failure
	<b>3</b>	If attacking group has identical alignment:
	<b>3.1</b>	Attack gets -4 points
	<b>4</b>	Group can be revived by Special card “Media Campaign”

<b>RELATED INFORMATION</b>	Use Case #19
<b>Priority:</b>	High
<b>Performance</b>	12 hrs.
<b>Frequency</b>	Whenever user decides to attack
<b>Channels to actors</b>	N/A
<b>OPEN ISSUES</b>	Use Cases #8 and #16 must be done before; Menu must be finished beforehand
<b>Due Date</b>	July 03, 2019
<b>...any other management information...</b>	N/A
<b>Super ordinates</b>	Use Case #8, Use Case #16
<b>Subordinates</b>	Use Case #22, Use Case #27
<b>AUTHOR</b>	Yosselin Velasco
<b>Create date</b>	June 11, 2019

<b>USE CASE #20</b>	<b>Add target</b>	
<b>Goal in Context</b>	Add targets to the uncontrolled groups	
<b>Scope &amp; Level</b>	n/a	
<b>Preconditions</b>	There must be less than 2 uncontrolled groups at the end of a player's turn.	
<b>Success End Condition</b>	There are 2 uncontrolled groups.	
<b>Failed End Condition</b>	There are less than 2 uncontrolled groups.	
<b>Primary Actors</b>	Users (Players)	
<b>Secondary Actors</b>	None	
<b>Trigger</b>	A player's turn is ending and there are less than 2 uncontrolled groups.	
<b>DESCRIPTION</b>	<b>Step</b>	<b>Action</b>
	1	Draw a card.
	2	If card is a special card, discard it.
	3	If card is a group card, place in uncontrolled groups area. If there are 2 uncontrolled groups, end turn.
<b>EXTENSIONS</b>	<b>Step</b>	<b>Branching Action</b>
	3a	If there is only 1 uncontrolled group, draw another card.
	3b	If card is a special card, discard it.
	3c	If card is a group card, place in uncontrolled groups area. There are now 2 uncontrolled groups. End turn.
<b>SUB-VARIATIONS</b>	<b>Step</b>	<b>Branching Action</b>
	1	none
<b>RELATED INFORMATION</b>	Add targets	
<b>Priority:</b>	Low priority	
<b>Performance</b>	A few seconds	
<b>Frequency</b>	Every so often	
<b>Channels to actors</b>	n/a	
<b>OPEN ISSUES</b>	n/a	
<b>Due Date</b>	7/3/19	
<b>...any other management information...</b>	n/a	
<b>Superordinates</b>	Use case #1, 8	
<b>Subordinates</b>	none	
<b>AUTHOR</b>	Michell Kuang	
<b>Create date</b>	June 11, 2019	

<b>USE CASE #21</b>	<b>Use Special Card</b>	
Goal in Context	Use a special card	
Scope & Level	Affects the user	
Preconditions	Player has not ended turn yet and has drawn a special card	
Success End Condition	Special card is used.	
Failed End Condition	Special card is not used.	
Primary Actors	User (Player)	
Secondary Actors	System	
Trigger	Player wants to use the special card.	
<b>DESCRIPTION</b>	<b>Step</b>	<b>Action</b>
	<b>1</b>	Player draws a special card.
	<b>2</b>	Player has at least one regular action left and uses the special card.
<b>EXTENSIONS</b>	<b>Step</b>	<b>Branching Action</b>
	<b>1a</b>	n/a
<b>SUB-VARIATIONS</b>	<b>Step</b>	<b>Branching Action</b>
	<b>1</b>	Player has not drawn a special card.
<b>RELATED INFORMATION</b>	Use Case #21	
Priority:	Low priority	
Performance	<1 minute	
Frequency	Sometimes	
Channels to actors	N/A	
<b>OPEN ISSUES</b>	n/a	
Due Date	July 03, 2019	
...any other management information...	N/A	
Super ordinates	Use case #1, 8	
Subordinates	none	
<b>AUTHOR</b>	Yosselin Velasco	
Create date	June 12, 2019	

<b>USE CASE #22</b>	<b>Calculate points</b>	
Goal in Context	Calculate points based on cards you have	
Scope & Level		
Preconditions	Check which group cards you have when attacking	
Success End Condition	Will get a total of points	
Failed End Condition	[the state of the world if goal abandoned]	
Primary Actors	Users	
Secondary Actors	Cards	
Trigger	When attack or when players turn	
<b>DESCRIPTION</b>	<b>Step</b>	<b>Action</b>
	<b>1</b>	When a player gets his turn calculate points
	<b>2</b>	Tell player what is possible
<b>EXTENSIONS</b>	<b>Step</b>	<b>Branching Action</b>
	<b>1a</b>	n/a
<b>SUB-VARIATIONS</b>	<b>Step</b>	<b>Branching Action(stop from getting to end result)</b>
	<b>1</b>	No extra cards

<b>RELATED INFORMATION</b>	Calculate points
<b>Priority:</b>	High
<b>Performance</b>	20-30 seconds depending if rule book is needed
<b>Frequency</b>	Every time on user turn
<b>Channels to actors</b>	[e.g. interactive, static files, database, timeouts]
<b>OPEN ISSUES</b>	[list of issues awaiting decision affecting this use case]
<b>Due Date</b>	[date or release needed]
<b>...any other management information...</b>	[... as needed]
<b>Superordinates</b>	[optional, name of use case(s) that includes this one]
<b>Subordinates</b>	[optional, depending on tools, links to sub.use cases]
<b>AUTHOR</b>	ks
<b>Create date</b>	June 11, 2019

<b>USE CASE #23</b>	<b>Call off attack</b>	
<b>Goal in Context</b>	Taking the attack back if the player decided to	
<b>Scope &amp; Level</b>	n/a	
<b>Preconditions</b>	Player must have decided to attack as an action.	
<b>Success End Condition</b>	Player called off an attack.	
<b>Failed End Condition</b>	When player put some money down.	
<b>Primary Actors</b>	User	
<b>Secondary Actors</b>	Card	
<b>Trigger</b>	When Calling of an attack decided by the player	
<b>DESCRIPTION</b>	<b>Step</b>	<b>Action</b>
	<b>1</b>	Player Changes his mind and call the attack off
<b>EXTENSIONS</b>	<b>Step</b>	<b>Branching Action</b>
	<b>1a</b>	The attackers spend no money, the attack is committed when another player spends money either for or against player.
		When the attacker rolls the dice, the attack is committed either for or against player
<b>SUB-VARIATIONS</b>	<b>Step</b>	<b>Branching Action</b>
<b>RELATED INFORMATION</b>	Call off attack	
<b>Priority:</b>	Low priority	
<b>Performance</b>	A few seconds	
<b>Frequency</b>	Sometimes	
<b>Channels to actors</b>	n/a	
<b>OPEN ISSUES</b>	n/a	
<b>Due Date</b>	7/3/19	
<b>...any other management information...</b>	n/a	
<b>Superordinates</b>	Use case #1, 8, 16, 17, 18, 19	
<b>Subordinates</b>	n/a	
<b>AUTHOR</b>	Anshul Chauhan	
<b>Create date</b>	June 13, 2019	



<b>USE CASE #24</b>	<b>Take a pass</b>	
<b>Goal in Context</b>	User takes a pass when user wants	
<b>Scope &amp; Level</b>	[what system is being considered black box under design]	
<b>Preconditions</b>	Make sure user taking pass that its their turn	
<b>Success End Condition</b>	If success user collects 5 megabucks	
<b>Failed End Condition</b>	User has to pick some other option other than pass	
<b>Primary Actors</b>	user	
<b>Secondary Actors</b>	bank	
<b>Trigger</b>	User turn	
<b>DESCRIPTION</b>	<b>Step</b>	<b>Action</b>
	<b>1</b>	User takes pass option
	<b>2</b>	Collects 5 mega bucks
<b>EXTENSIONS</b>	<b>Step</b>	<b>Branching Action</b>
	<b>1a</b>	[condition causing branching] : [action or name of sub.use case]
<b>SUB-VARIATIONS</b>	<b>Step</b>	<b>Branching Action</b>
	<b>1</b>	none
<b>RELATED INFORMATION</b>	Take a pass	
<b>Priority:</b>	low	
<b>Performance</b>	To complete no less than 3-5 seconds	
<b>Frequency</b>	Whenever player wants or prefers	
<b>Channels to actors</b>	[e.g. interactive, static files, database, timeouts]	
<b>OPEN ISSUES</b>	[list of issues awaiting decision affecting this use case]	
<b>Due Date</b>	7/3/19	
<b>...any other management information...</b>	[... as needed]	
<b>Superordinates</b>		
<b>Subordinates</b>		
<b>AUTHOR</b>	ks	
<b>Create date</b>	June 13, 2019	

<b>USE CASE #25</b>	<b>Switch Player</b>	
<b>Goal in Context</b>	Switch player turns / show player number	
<b>Scope &amp; Level</b>		
<b>Preconditions</b>	Last player finished turn	
<b>Success End Condition</b>	Player rolls dice / makes a move	
<b>Failed End Condition</b>	Plyer misses their turn	
<b>Primary Actors</b>	users	
<b>Secondary Actors</b>	Dice/menu	
<b>Trigger</b>	When one player finishes their turn	
<b>DESCRIPTION</b>	<b>Step</b>	<b>Action</b>
	<b>1</b>	Switch players turn
<b>EXTENSIONS</b>	<b>Step</b>	<b>Branching Action</b>
	<b>1a</b>	n/a
<b>SUB-VARIATIONS</b>	<b>Step</b>	<b>Branching Action</b>
	<b>1</b>	n/a

<b>RELATED INFORMATION</b>	Switch Player
<b>Priority:</b>	High
<b>Performance</b>	Depending from 10seconds to 50/60 secs
<b>Frequency</b>	After each player finishes their turn
<b>Channels to actors</b>	[e.g. interactive, static files, database, timeouts]
<b>OPEN ISSUES</b>	[list of issues awaiting decision affecting this use case]
<b>Due Date</b>	[date or release needed]
<b>...any other management information...</b>	[... as needed]
<b>Superordinates</b>	[optional, name of use case(s) that includes this one]
<b>Subordinates</b>	[optional, depending on tools, links to sub.use cases]
<b>AUTHOR</b>	ks
<b>Create date</b>	June 11, 2019

<b>USE CASE # 26</b>	<b>Transfer money</b>	
<b>Goal in Context</b>	Transfer money from a Group to an adjacent Group	
<b>Scope &amp; Level</b>	Affects the user	
<b>Preconditions</b>	Player must have chosen to take a regular action	
<b>Success End Condition</b>	Money has been transferred to an adjacent Group	
<b>Failed End Condition</b>	Money was transferred to a non-adjacent Group	
<b>Primary Actors</b>	User (Player)	
<b>Secondary Actors</b>	System, Group	
<b>Trigger</b>	The “Regular Action” option is chosen in the menu	
<b>DESCRIPTION</b>	<b>Step</b>	<b>Action</b>
	<b>1</b>	User chooses “Regular Action”
	<b>2</b>	User chooses which adjacent Group to transfer money to
	<b>3</b>	User decides how much money to transfer
	<b>4</b>	System transfers money to chosen Group
	<b>5</b>	Adjacent Group receives money
<b>EXTENSIONS</b>	<b>Step</b>	<b>Branching Action</b>
	<b>1a</b>	User chooses to transfer money a second time
	<b>1a.1</b>	Rejoin step 1
<b>SUB-VARIATIONS</b>	<b>Step</b>	<b>Branching Action</b>
	<b>1</b>	If User runs out of money to transfer, system does not transfer money
	<b>2</b>	If User runs out of turns to transfer money, system moves on to next player
<b>RELATED INFORMATION</b>	Use Case #26	
<b>Priority:</b>	Medium	
<b>Performance</b>	3 hrs.	
<b>Frequency</b>	During any player’s turn	
<b>Channels to actors</b>	N/A	
<b>OPEN ISSUES</b>	Menus must be finished beforehand; Use Case #8 must be finished	
<b>Due Date</b>	July 03, 2019	
<b>...any other management information...</b>	N/A	
<b>Super ordinates</b>	Use Case #8	
<b>Subordinates</b>	N/A	
<b>AUTHOR</b>	Yosselin Velasco	
<b>Create date</b>	June 11, 2019	

<b>USE CASE #27</b>		<b>Spend Money To attack</b>
<b>Goal in Context</b>		Spending money to improve chances of attack. .
<b>Scope &amp; Level</b>		n/a
<b>Preconditions</b>		Player must have decided to attack as an action.
<b>Success End Condition</b>		Player improved his chances by spending the money
<b>Failed End Condition</b>		N/A
<b>Primary Actors</b>		User
<b>Secondary Actors</b>		Card
<b>Trigger</b>		Player decided to improve his chances of winning
<b>DESCRIPTION</b>	<b>Step</b>	<b>Action</b>
	<b>1</b>	Player decided to improve his chances by spending money.
	<b>2</b>	Each Megabucks of money spent adds 1 point of Power to the attack.
<b>EXTENSIONS</b>	<b>Step</b>	<b>Branching Action</b>
	<b>1a</b>	All the transferable money must be added before any money spent
<b>SUB-VARIATIONS</b>	<b>Step</b>	<b>Branching Action</b>
<b>RELATED INFORMATION</b>		Spend Money to Attack
<b>Priority:</b>	n/a	
<b>Performance</b>	n/a	
<b>Frequency</b>	Sometimes	
<b>Channels to actors</b>	n/a	
<b>OPEN ISSUES</b>	n/a	
<b>Due Date</b>	n/a	
<b>...any other management information...</b>	n/a	
<b>Superordinates</b>	n/a	
<b>Subordinates</b>	n/a	
<b>AUTHOR</b>	AC	
<b>Create date</b>	June 13, 2019	

<b>USE CASE #28</b>		<b>Spend Money to Defend</b>
<b>Goal in Context</b>		Defender can counter an attack by spending his own money
<b>Scope &amp; Level</b>		n/a
<b>Preconditions</b>		Player must have decided to defend an attack as an action.
<b>Success End Condition</b>		Player defends the attack by spending the money
<b>Failed End Condition</b>		N/A
<b>Primary Actors</b>		User
<b>Secondary Actors</b>		Card
<b>Trigger</b>		Pn/a
<b>DESCRIPTION</b>	<b>Step</b>	<b>Action</b>
	<b>1</b>	Player can counter an attack by spending his own money if the defending group is controlled by another group.
	<b>2</b>	Resistance to that attack will increase by 2 for each MegaBucks spent.

<b>EXTENSIONS</b>	<b>Step</b>	<b>Branching Action</b>
	<b>1a</b>	N/A
<b>SUB-VARIATIONS</b>	<b>Step</b>	<b>Branching Action</b>
<b>RELATED INFORMATION</b>	Spend Money to Defend	
<b>Priority:</b>	n/a	
<b>Performance</b>	n/a	
<b>Frequency</b>	Sometimes	
<b>Channels to actors</b>	n/a	
<b>OPEN ISSUES</b>	n/a	
<b>Due Date</b>	n/a	
<b>...any other management information...</b>	n/a	
<b>Superordinates</b>	n/a	
<b>Subordinates</b>	n/a	
<b>AUTHOR</b>	AC	
<b>Create date</b>	June 13, 2019	

<b>USE CASE #29</b>	<b>Gift money</b>	
<b>Goal in Context</b>	Money may be transferred between people	
<b>Scope &amp; Level</b>	[what system is being considered black box under design]	
<b>Preconditions</b>	When player needs money to perform certain actions on another player or group	
<b>Success End Condition</b>	Player ends up with more money on illuminati card	
<b>Failed End Condition</b>	Player dose not get gift	
<b>Primary Actors</b>	player	
<b>Secondary Actors</b>	Player2	
<b>Trigger</b>	Whenever player wants	
<b>DESCRIPTION</b>	<b>Step</b>	<b>Action</b>
	<b>1</b>	Player gifts
	<b>2</b>	Other players money increases
<b>EXTENSIONS</b>	<b>Step</b>	<b>Branching Action</b>
	<b>1a</b>	[condition causing branching] : [action or name of sub.use case]
		Does not count as action
<b>SUB-VARIATIONS</b>	<b>Step</b>	<b>Branching Action</b>
	<b>1</b>	[list of variations]
<b>RELATED INFORMATION</b>	Gift money	
<b>Priority:</b>	low	
<b>Performance</b>	Quick 3-5 seconds	
<b>Frequency</b>	Whenever player wants	
<b>Channels to actors</b>	[e.g. interactive, static files, database, timeouts]	
<b>OPEN ISSUES</b>	[list of issues awaiting decision affecting this use case]	
<b>Due Date</b>	[date or release needed]	
<b>...any other management information...</b>	[... as needed]	
<b>Superordinates</b>	[optional, name of use case(s) that includes this one]	
<b>Subordinates</b>	[optional, depending on tools, links to sub.use cases]	
<b>AUTHOR</b>	ks	
<b>Create date</b>	June 13, 2019	

<b>USE CASE #30</b>	<b>Gift Special</b>	
<b>Goal in Context</b>	Special card may be transferred between people	
<b>Scope &amp; Level</b>	[what system is being considered black box under design]	
<b>Preconditions</b>	When player needs special to perform certain actions on another player or group	
<b>Success End Condition</b>	Player ends up with more special	
<b>Failed End Condition</b>	Player dose not get special	
<b>Primary Actors</b>	player	
<b>Secondary Actors</b>	Player2	
<b>Trigger</b>	Whenever player wants	
<b>DESCRIPTION</b>	<b>Step</b>	<b>Action</b>
	<b>1</b>	Player gifts
	<b>2</b>	Other players special increases power/advances
<b>EXTENSIONS</b>	<b>Step</b>	<b>Branching Action</b>
	<b>1a</b>	[condition causing branching] : [action or name of sub.use case]
		Does not count as action
<b>SUB-VARIATIONS</b>	<b>Step</b>	<b>Branching Action</b>
	<b>1</b>	[list of variations]
<b>RELATED INFORMATION</b>	Gift special	
<b>Priority:</b>	low	
<b>Performance</b>	Quick 3-5 seconds	
<b>Frequency</b>	Whenever player wants	
<b>Channels to actors</b>	[e.g. interactive, static files, database, timeouts]	
<b>OPEN ISSUES</b>	[list of issues awaiting decision affecting this use case]	
<b>Due Date</b>	[date or release needed]	
<b>...any other management information...</b>	[... as needed]	
<b>Superordinates</b>	[optional, name of use case(s) that includes this one]	
<b>Subordinates</b>	[optional, depending on tools, links to sub.use cases]	
<b>AUTHOR</b>	ks	
<b>Create date</b>	June 13, 2019	

<b>USE CASE #31</b>	<b>Quit game</b>	
<b>Goal in Context</b>	Quit game when asked by a player	
<b>Scope &amp; Level</b>	[what system is being considered black box under design]	
<b>Preconditions</b>	When a player needs to quit (ask other users to agree)	
<b>Success End Condition</b>	Quits game	
<b>Failed End Condition</b>	If one or more player does not want to quit fails quit	
<b>Primary Actors</b>	Player 1	
<b>Secondary Actors</b>	Rest players	
<b>Trigger</b>	When a player wants to quit	
<b>DESCRIPTION</b>	<b>Step</b>	<b>Action</b>
	<b>1</b>	When one player wants to quit
	<b>2</b>	ask other players if they want to quit as well
<b>EXTENSIONS</b>	<b>Step</b>	<b>Branching Action</b>
	<b>1a</b>	[condition causing branching] : [action or name of sub.use case]
<b>SUB-VARIATIONS</b>	<b>Step</b>	<b>Branching Action</b>
	<b>1</b>	[list of variations]

<b>RELATED INFORMATION</b>	Quit game
<b>Priority:</b>	high
<b>Performance</b>	3-5secs
<b>Frequency</b>	Whenever player wants
<b>Channels to actors</b>	[e.g. interactive, static files, database, timeouts]
<b>OPEN ISSUES</b>	[list of issues awaiting decision affecting this use case]
<b>Due Date</b>	[date or release needed]
<b>...any other management information...</b>	[... as needed]
<b>Superordinates</b>	[optional, name of use case(s) that includes this one]
<b>Subordinates</b>	[optional, depending on tools, links to sub.use cases]
<b>AUTHOR</b>	mou
<b>Create date</b>	June 13, 2019

<b>USE CASE #32</b>	<b>Eliminate player</b>	
<b>Goal in Context</b>	A player is eliminated if at any time after his third turn he controls no groups except his Illuminati. His money goes to bank.	
<b>Scope &amp; Level</b>	[what system is being considered black box under design]	
<b>Preconditions</b>	If the servants of Cthulhu destroy their own last group and in doing so achieve special goal;	
<b>Success End Condition</b>	Player gets eliminated	
<b>Failed End Condition</b>	Player does not get eliminated	
<b>Primary Actors</b>	player	
<b>Secondary Actors</b>	groups	
<b>Trigger</b>	When players turn	
<b>DESCRIPTION</b>	<b>Step</b>	<b>Action</b>
	<b>1</b>	Check if player has 3 <sup>rd</sup> turn and control no group
	<b>2</b>	Check if servants destroy their own
<b>EXTENSIONS</b>	<b>Step</b>	<b>Branching Action</b>
	<b>1a</b>	[condition causing branching] : [action or name of sub.use case]
		n/a
<b>SUB-VARIATIONS</b>	<b>Step</b>	<b>Branching Action</b>
	<b>1</b>	[list of variations]
		n/a
<b>RELATED INFORMATION</b>	Eliminate player	
<b>Priority:</b>	medium	
<b>Performance</b>	3 <sup>rd</sup> turn or whenever servants destroy their own	
<b>Frequency</b>	Not often	
<b>Channels to actors</b>	[e.g. interactive, static files, database, timeouts]	
<b>OPEN ISSUES</b>	[list of issues awaiting decision affecting this use case]	
<b>Due Date</b>	[date or release needed]	
<b>...any other management information...</b>	[... as needed]	
<b>Superordinates</b>	[optional, name of use case(s) that includes this one]	
<b>Subordinates</b>	[optional, depending on tools, links to sub.use cases]	
<b>AUTHOR</b>	ks	
<b>Create date</b>	June 13, 2019	

<b>USE CASE #33</b>	<b>Win game</b>	
<b>Goal in Context</b>	Beat the other players and take the victory by getting to your goal	
<b>Scope &amp; Level</b>	Affects the user	
<b>Preconditions</b>	Player must have eliminated all other players; or player must have reached their basic goal of number of controlled groups; or player must have reached their special goal	
<b>Success End Condition</b>	Player is last one standing; or player controls the maximum number of groups	
<b>Failed End Condition</b>	Player was eliminated or quit	
<b>Primary Actors</b>	User (Player)	
<b>Secondary Actors</b>	System	
<b>Trigger</b>	There are no more groups left to control and no other players left in the game	
<b>DESCRIPTION</b>	<b>Step</b>	<b>Action</b>
	<b>1</b>	User wins the game
<b>EXTENSIONS</b>	<b>Step</b>	<b>Branching Action</b>
	<b>1a</b>	If user is the last one left:
	<b>1a.1</b>	Rejoin step 1
	<b>1b</b>	If player has reached their goal of maximum number of controlled groups:
	<b>1b.1</b>	Rejoin step 1
	<b>1c</b>	If player has reached a special goal:
	<b>1c.1</b>	Rejoin step 1
<b>SUB-VARIATIONS</b>	<b>Step</b>	<b>Branching Action</b>
	<b>1</b>	N/A
<b>RELATED INFORMATION</b>	Use Case #33	
<b>Priority:</b>	Medium	
<b>Performance</b>	1 hour	
<b>Frequency</b>	At the end of every game	
<b>Channels to actors</b>	N/A	
<b>OPEN ISSUES</b>	N/A	
<b>Due Date</b>	July 03, 2019	
<b>...any other management information...</b>	N/A	
<b>Super ordinates</b>	Use cases 35 – 42	
<b>Subordinates</b>	Use Case 45	
<b>AUTHOR</b>	Yosselin Velasco	
<b>Create date</b>	June 12, 2019	

<b>USE CASE #34</b>	<b>Bavarian Illuminati win</b>	
<b>Goal in Context</b>	Win the game with the Bavarian Illuminati special goal.	
<b>Scope &amp; Level</b>	n/a	
<b>Preconditions</b>	Player must own the Bavarian Illuminati card and have 35 total power points.	
<b>Success End Condition</b>	Player wins the game.	
<b>Failed End Condition</b>	Player doesn't win the game.	
<b>Primary Actors</b>	Players (Users)	
<b>Secondary Actors</b>		
<b>Trigger</b>	Player controls a group and now has a total of 35 points.	
<b>DESCRIPTION</b>	<b>Step</b>	<b>Action</b>
	<b>1</b>	Player has the Bavarian Illuminati card.
	<b>2</b>	The player has controlled enough groups whose powers sum up to a total of 35 points.
	<b>3</b>	Player wins and game ends. Use case ends.
<b>EXTENSIONS</b>	<b>Step</b>	<b>Branching Action</b>
	<b>1a</b>	none
<b>SUB-VARIATIONS</b>	<b>Step</b>	<b>Branching Action</b>
	<b>1</b>	Another player wins the game first.

<b>RELATED INFORMATION</b>	Bavarian Illuminati win
<b>Priority:</b>	Medium priority
<b>Performance</b>	n/a
<b>Frequency</b>	Once
<b>Channels to actors</b>	n/a
<b>OPEN ISSUES</b>	n/a
<b>Due Date</b>	7/3/19
<b>...any other management information...</b>	n/a
<b>Superordinates</b>	Use case #1, 33
<b>Subordinates</b>	none
<b>AUTHOR</b>	Michell Kuang
<b>Create date</b>	June 12, 2019

<b>USE CASE #35</b>	<b>Bermuda Triangle win</b>	
<b>Goal in Context</b>	Win the game with the Bermuda Triangle special goal.	
<b>Scope &amp; Level</b>	n/a	
<b>Preconditions</b>	Player must own the Bermuda Triangle card and control at least one of each alignment.	
<b>Success End Condition</b>	Player wins the game.	
<b>Failed End Condition</b>	Player does not win the game.	
<b>Primary Actors</b>	Players (Users)	
<b>Secondary Actors</b>		
<b>Trigger</b>	Player controls a group and now has one of each alignment.	
<b>DESCRIPTION</b>	<b>Step</b>	<b>Action</b>
	<b>1</b>	Player has the Bermuda Triangle card.
	<b>2</b>	The player has controlled at least one of each alignment.
	<b>3</b>	Player wins and game ends. Use case ends.
<b>EXTENSIONS</b>	<b>Step</b>	<b>Branching Action</b>
	<b>1a</b>	none
<b>SUB-VARIATIONS</b>	<b>Step</b>	<b>Branching Action</b>
	<b>1</b>	Another player wins the game first.
<b>RELATED INFORMATION</b>	Bermuda Triangle win	
<b>Priority:</b>	Medium priority	
<b>Performance</b>	n/a	
<b>Frequency</b>	Once	
<b>Channels to actors</b>	n/a	
<b>OPEN ISSUES</b>	n/a	
<b>Due Date</b>	7/3/19	
<b>...any other management information...</b>	n/a	
<b>Superordinates</b>	Use case #1, 33	
<b>Subordinates</b>	none	
<b>AUTHOR</b>	Michell Kuang	
<b>Create date</b>	June 12, 2019	



<b>USE CASE #36</b>	<b>Win with Discordian Society</b>	
Goal in Context	Control five Weird Groups	
Scope & Level	Affects the user	
Preconditions	User must have a large enough card value to control a Weird Group	
Success End Condition	User has control over five Weird Groups	
Failed End Condition	User was not able to control five Weird Groups	
Primary Actors	User (Player)	
Secondary Actors	System	
Trigger	The fifth Weird Group has been controlled by the same user	
<b>DESCRIPTION</b>	<b>Step</b>	<b>Action</b>
	<b>1</b>	User gets control of their fifth Weird Group
	<b>2</b>	System counts that user has controlled 5 Weird groups
	<b>3</b>	User wins
<b>EXTENSIONS</b>	<b>Step</b>	<b>Branching Action</b>
	<b>1a</b>	N/A
<b>SUB-VARIATIONS</b>	<b>Step</b>	<b>Branching Action</b>
	<b>1</b>	N/A
<b>RELATED INFORMATION</b>	Use Case #36	
Priority:	Medium	
Performance	1 hr.	
Frequency	Whenever a player can control 5 groups	
Channels to actors	N/A	
<b>OPEN ISSUES</b>	N/A	
Due Date	July 03, 2019	
...any other management information...	N/A	
Super ordinates	Use Case #33	
Subordinates	N/A	
<b>AUTHOR</b>	Yosselin Velasco	
Create date	June 12, 2019	

<b>USE CASE #37</b>	<b>Win with Gnomes of Zurich</b>	
Goal in Context	Collect 150 Megabucks (in the whole power structure's treasuries)	
Scope & Level	Affects the user	
Preconditions	There must be enough money to collect from	
Success End Condition	User has collected their 150 MB	
Failed End Condition	User did not collect 150 MB	
Primary Actors	User (Player)	
Secondary Actors	System	
Trigger	When megabucks is 150 or more	
<b>DESCRIPTION</b>	<b>Step</b>	<b>Action</b>
	<b>1</b>	User collects megabucks
	<b>2</b>	System counts user's megabucks
	<b>3</b>	User has 150 Megabucks (in the whole power structure's treasuries)
	<b>4</b>	User wins
<b>EXTENSIONS</b>	<b>Step</b>	<b>Branching Action</b>
	<b>1a</b>	n/a
<b>SUB-VARIATIONS</b>	<b>Step</b>	<b>Branching Action</b>
	<b>1</b>	n/a

<b>RELATED INFORMATION</b>	Use Case #37
<b>Priority:</b>	Low
<b>Performance</b>	1 hr.
<b>Frequency</b>	Whenever a user collects 150 MB
<b>Channels to actors</b>	N/A
<b>OPEN ISSUES</b>	N/A
<b>Due Date</b>	July 03, 2019
<b>...any other management information...</b>	N/A
<b>Super ordinates</b>	Use Case #33
<b>Subordinates</b>	N/A
<b>AUTHOR</b>	Yosselin Velasco
<b>Create date</b>	June 12, 2019

<b>USE CASE #38</b>	<b>The Network win</b>	
<b>Goal in Context</b>	Collect 25 Points worth of transferable power including its own 7 points	
<b>Scope &amp; Level</b>	N/a	
<b>Preconditions</b>	n/a	
<b>Success End Condition</b>	Collecting 25 points of transferable power.	
<b>Failed End Condition</b>	n/a	
<b>Primary Actors</b>	User	
<b>Secondary Actors</b>	Card	
<b>Trigger</b>	N/a	
<b>DESCRIPTION</b>	<b>Step</b>	<b>Action</b>
	<b>I</b>	Special ability gets you a chance of getting good cards of all kinds and can provide excellent bargaining leverage.
<b>EXTENSIONS</b>	<b>Step</b>	<b>Branching Action</b>
	<b>Ia</b>	Special goal is tough as few groups have a high Transferable Power.
<b>SUB-VARIATIONS</b>	<b>Step</b>	<b>Branching Action</b>
	<b>I</b>	n/a
<b>RELATED INFORMATION</b>	The Network win	
<b>Priority:</b>	Not Much	
<b>Performance</b>	1-50 seconds approximately	
<b>Frequency</b>	As the player gets the turn	
<b>Channels to actors</b>	n/a	
<b>OPEN ISSUES</b>	n/a	
<b>Due Date</b>	n/a	
<b>...any other management information...</b>	n/a	
<b>Superordinates</b>	n/a	
<b>Subordinates</b>	n/a	
<b>AUTHOR</b>	ks	
<b>Create date</b>	June 13, 2019	

<b>USE CASE #39</b>		<b>Servants of Cthulhu win</b>	
<b>Goal in Context</b>		To destroy eight violent groups to win	
<b>Scope &amp; Level</b>		[what system is being considered black box under design]	
<b>Preconditions</b>		None needed	
<b>Success End Condition</b>		Destroyed eight groups	
<b>Failed End Condition</b>		Could not destroy all eight hence no win	
<b>Primary Actors</b>		Player	
<b>Secondary Actors</b>		Cards to destroy	
<b>Trigger</b>		When you get that illuminati card	
<b>DESCRIPTION</b>		<b>Step</b>	<b>Action</b>
		<b>1</b>	When other players want group destroyed for cash
		<b>2</b>	+2 on an attempt to destroy any group
<b>EXTENSIONS</b>		<b>Step</b>	<b>Branching Action</b>
		<b>1a</b>	n/a
<b>SUB-VARIATIONS</b>		<b>Step</b>	<b>Branching Action</b>
		<b>1</b>	n/a
<b>RELATED INFORMATION</b>		Servants of Cthulhu win	
<b>Priority:</b>		low	
<b>Performance</b>		Whenever the requirements are completed	
<b>Frequency</b>		Sometimes	
<b>Channels to actors</b>		[e.g. interactive, static files, database, timeouts]	
<b>OPEN ISSUES</b>		[list of issues awaiting decision affecting this use case]	
<b>Due Date</b>		[date or release needed]	
<b>...any other management information...</b>		[... as needed]	
<b>Superordinates</b>		[optional, name of use case(s) that includes this one]	
<b>Subordinates</b>		[optional, depending on tools, links to sub.use cases]	
<b>AUTHOR</b>		ks	
<b>Create date</b>		June 13, 2019	

<b>USE CASE #40</b>		<b>Society of Assassins win</b>	
<b>Goal in Context</b>		To control six violent groups to win	
<b>Scope &amp; Level</b>		n/a	
<b>Preconditions</b>		User must own the Society of Assassins card.	
<b>Success End Condition</b>		Controlling six violent card and an attempt to neutralize an enemy-controlled Group	
<b>Failed End Condition</b>		N/A	
<b>Primary Actors</b>		User	
<b>Secondary Actors</b>		Card	
<b>Trigger</b>		N/A	
<b>DESCRIPTION</b>	<b>Step</b>	<b>Action</b>	
	<b>1</b>	Building up a reverse of cash to increase your chances of getting good Violent groups as they come along	
	<b>2</b>	Collect them until you have six of them, the most violent cards are mafia and Texas.	
<b>EXTENSIONS</b>	<b>Step</b>	<b>Branching Action</b>	
	<b>1a</b>	N/A	

<b><i>SUB-VARIATIONS</i></b>	<b><i>Step</i></b>	<b><i>Branching Action</i></b>
<b><i>RELATED INFORMATION</i></b>	Society of Assassins win	
Priority:	n/a	
Performance	n/a	
Frequency	Sometimes	
Channels to actors	n/a	
<b><i>OPEN ISSUES</i></b>	n/a	
Due Date	7/3/19	
...any other management information...	n/a	
Superordinates	n/a	
Subordinates	n/a	
<b><i>AUTHOR</i></b>	AC	
Create date	June 13, 2019	

<b>USE CASE #41</b>	<b>UFOs win</b>	
Goal in Context	Complete the goal task to win using its attack power.	
Scope & Level	n/a	
Preconditions	User must own the UFO card.	
Success End Condition	n/a	
Failed End Condition	N/A	
Primary Actors	User	
Secondary Actors	Card	
Trigger	N/A	
<b><i>DESCRIPTION</i></b>	<b><i>Step</i></b>	<b><i>Action</i></b>
	<b><i>1</i></b>	Player Picks any of the seven goals and writes it on a piece of paper secretly.
	<b><i>2</i></b>	Special ability of the card is to act twice aiding their power to the other powerful groups in players control
<b><i>EXTENSIONS</i></b>	<b><i>Step</i></b>	<b><i>Branching Action</i></b>
	<b><i>1</i></b>	n/a
<b><i>SUB-VARIATIONS</i></b>	<b><i>Step</i></b>	<b><i>Branching Action</i></b>
	<b><i>1</i></b>	n/a
<b><i>RELATED INFORMATION</i></b>	UFOs win	
Priority:	n/a	
Performance	n/a	
Frequency	Sometimes	
Channels to actors	n/a	
<b><i>OPEN ISSUES</i></b>	n/a	
Due Date	7/3/19	
...any other management information...	n/a	
Superordinates	n/a	
Subordinates	n/a	
<b><i>AUTHOR</i></b>	AC	
Create date	June 13, 2019	

<b>USE CASE #42</b>	<b>View Rules</b>	
Goal in Context	Display the rules to the user	
Scope & Level	Affects the user	
Preconditions	User must have chosen to view the rules of the game	
Success End Condition	The rules were displayed to the user in a way that is easy for them to understand	
Failed End Condition	The rules were not displayed or were confusing for user	
Primary Actors	User (Player)	
Secondary Actors	System	
Trigger	The “View Rules” option was chosen in the menu	
<b>DESCRIPTION</b>	<b>Step</b>	<b>Action</b>
	<b>1</b>	User chooses “View Rules”
	<b>2</b>	User is displayed the rules of the game
<b>EXTENSIONS</b>	<b>Step</b>	<b>Branching Action</b>
	<b>1a</b>	n/a
<b>SUB-VARIATIONS</b>	<b>Step</b>	<b>Branching Action</b>
	<b>1</b>	N/A
<b>RELATED INFORMATION</b>	Use Case #42	
Priority:	High	
Performance	2 hrs.	
Frequency	Whenever a user would like to reference the rules of the game	
Channels to actors	N/A	
<b>OPEN ISSUES</b>	N/A	
Due Date	July 03, 2019	
...any other management information...	N/A	
Super ordinates	Use Case #1	
Subordinates	N/A	
<b>AUTHOR</b>	Yosselin Velasco	
Create date	June 12, 2019	

<b>USE CASE #43</b>	<b>Open and run game</b>	
Goal in Context	The program should run when the user opens the game	
Scope & Level	Affects the user	
Preconditions	User must have a Java IDE installed on their computer; User must have the game’s program source code in Java	
Success End Condition	The program opens and runs successfully with no errors	
Failed End Condition	The program fails to open or displays errors	
Primary Actors	User (Player)	
Secondary Actors	System	
Trigger	The Java IDE is opened, and program is run	
<b>DESCRIPTION</b>	<b>Step</b>	<b>Action</b>
	<b>1</b>	User opens Java IDE
	<b>2</b>	User gets game source code in Java
	<b>3</b>	User runs the program
<b>EXTENSIONS</b>	<b>Step</b>	<b>Branching Action</b>
	<b>1</b>	If user does not have Java IDE:
	<b>1a</b>	User installs Java IDE and rejoin step 2
	<b>2</b>	If user already has source code in Java
	<b>2a</b>	Rejoin step 3
<b>SUB-VARIATIONS</b>	<b>Step</b>	<b>Branching Action</b>
	<b>1</b>	If user does not have Java IDE installed, program will not run
	<b>1.1</b>	If user does not have the game source code in Java, program will not run and game will not open

<b>RELATED INFORMATION</b>	Use Case #43
<b>Priority:</b>	High
<b>Performance</b>	1 hr.
<b>Frequency</b>	At the start of every game
<b>Channels to actors</b>	N/A
<b>OPEN ISSUES</b>	The user must have Java IDE installed
<b>Due Date</b>	July 03, 2019
<b>...any other management information...</b>	N/A
<b>Super ordinates</b>	N/A
<b>Subordinates</b>	Use Cases #1 - 45
<b>AUTHOR</b>	Yosselin Velasco
<b>Create date</b>	June 12, 2019

<b>USE CASE #44</b>	<b>Player closes game</b>	
<b>Goal in Context</b>	Player decided to leave the game.	
<b>Scope &amp; Level</b>	n/a	
<b>Preconditions</b>	Player has game open.	
<b>Success End Condition</b>	Game is closed.	
<b>Failed End Condition</b>	N/A	
<b>Primary Actors</b>	User	
<b>Secondary Actors</b>		
<b>Trigger</b>	Player wants to leave the game.	
<b>DESCRIPTION</b>	<b>Step</b>	<b>Action</b>
	<b>1</b>	Player can exit the game whenever they want by either closing the game console or exit out of the current game.
<b>EXTENSIONS</b>	<b>Step</b>	<b>Branching Action</b>
	<b>1a</b>	N/A
<b>SUB-VARIATIONS</b>	<b>Step</b>	<b>Branching Action</b>
<b>RELATED INFORMATION</b>	Player Closes the game	
<b>Priority:</b>	n/a	
<b>Performance</b>	n/a	
<b>Frequency</b>	Sometimes	
<b>Channels to actors</b>	n/a	
<b>OPEN ISSUES</b>	n/a	
<b>Due Date</b>	7/3/19	
<b>...any other management information...</b>	n/a	
<b>Superordinates</b>	n/a	
<b>Subordinates</b>	n/a	
<b>AUTHOR</b>	Anshul Chauhan	
<b>Create date</b>	June 13, 2019	



